SNSP-WP-UKV

WARPSPEED™

INSTRUCTION BOOKLET

SUPER NINTENDO™
ENTERTAINMENT SYSTEM

PAL VERSION

BALLISTIC™
BY ACCOLADE

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THE JOURNEY BEGINS...

Earth has been at peace for over a thousand years. The technology for warfare has been replaced with the technology for space colonization and exploration.

Ten years ago, scientists sent unmanned space probes into the mysterious black holes scattered across the galaxy. No data was ever received, and the probes were assumed lost. If only they had been....

The black holes, as it turned out, were portals to other quadrants of the galaxy. Portals used by alien beings. Soon after Earth lost it's first outpost, mankind realized that it was not alone. As quadrant after quadrant fell to the invaders, Earth struggled to build a defense against the onslaught. The result was a single Star Fighter with enough firepower to tackle an armada of enemy ships. All that was left was to find a pilot with enough guts to fly it.

Your Mission

As a pilot for the Galactic Armed Services (G.A.S.), you have been assigned to protect G.A.S.'s Star Bases scattered throughout the eight explored quadrants of space using this one-of-a-kind Star Fighter. These bases are defenseless without your help. If even a single enemy ship gets within range of a base, it will destroy the outpost.

The Enemy

Known only as "the Horde," the alien invaders are made up of a number of different alien species allied together for the sake of conquest. They are masters of space travel, and are totally ruthless. They never accept surrender, and are willing to sacrifice for their cause. Their spacecraft vary in shape, size, and power, but all are deadly if underestimated.

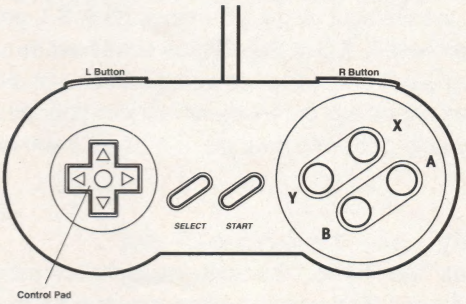
GETTING STARTED

Loading Instructions

1 Make sure the power is off on your Super Nintendo Entertainment System™.
2 Insert the WarpSpeed Game Pak into your system by following the instructions in your system manual.
3 Plug a controller into port 1.
4 Turn the power switch on. If nothing appears on screen, re-check your Game Pak to make sure it is inserted properly.
5 Press any button, after viewing the title sequence, to advance to the Main Menu.

Operating Your Controller

Before you begin playing WarpSpeed, take a minute to familiarize yourself with the layout of the controller and what each button does.



Control Pad

- Highlight items on the Main Menu and Game Options screens.
- **In cockpit:** Control your ship by climbing, diving, and steering in eight directions.
- **In Long-Range Scanner:** Turn your ship left or right.
- **In Long-Range Scanner:** Press **B Button** to move warp destination cursor.

START Button

- Select menu items
- Toggle options in Game Options screen
- Pause/unpause/quit game during a mission

SELECT Button

- Select which enemy ship to target for smart missiles

L Button

- Launch ship from base
- Toggle options in Game Options screen
- Fire smart missile
- Confirm passcode in Resume Campaign screen

R Button

- Fire your Star Fighter's energy weapons

A Button

- Decreases speed (thrust)
- Cancel warp speed request

B Button

- Select smart missile rack
- In Long-Range Scanner: Press and hold Control Pad to move warp destination cursor

X Button

- Increase speed (thrust)
- Request warp speed (after selecting a destination)

Y Button

- Activate Long-Range Scanner
- Activate Radio if a message is pending
- Deactivate Long-Range Scanner
- Deactivate Radio

Outer Space Terminology

Before starting, you'll need to get familiar with some of the terminology used in the game.

Galaxy

The galaxy in **WarpSpeed** is composed of eight quadrants.

Quadrant

An area of space divided into a grid of 8 x 8 (64) sectors. You can view the quadrant you are currently in by activating the Long-Range Scanner (see the **Long-Range Scanner** section) from your ship.

Sector

Each one of the 64 squares in a quadrant is a "sector." Any of several objects can be found in a sector, including your ship, a friendly base, black holes, asteroids, mines, or enemy ships. All of these objects will be described later on.

THE MAIN MENU

Use the Control Pad to highlight one of seven scenarios, **Game Options, Campaign,** or **Resume Campaign,** and press **START** (see **Fig. 1**).

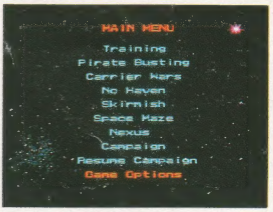


Fig. 1 The Main Menu

Game Options

The following can be done from the Game Options screen (see **Fig. 2**):

Fig. 2 The Game Options Screen

Turn music ON/OFF: Use the Control Pad to highlight **Music** and press the **L Button** or **START** to toggle between **ON** and **OFF**.

Determine ship control: Highlight **Stick Down** and press the **L Button** or **START** to toggle between Nose Up and Nose Down. If you choose Nose Up, then your ship will move upward when you press ▼ on the Control Pad while flying through space. Nose Down will do just the opposite.

When you are done, highlight **Main Menu** and press **START**.

Game Scenarios

Choose from seven single game scenarios, ranging from a basic training mission to more complex adventures. Each scenario will have 1 to 8 quadrants chock full of aliens. The scenarios are arranged in order of difficulty:

Training	Clear a single quadrant of enemy ships. Enemies are slow in this scenario, so they are easy to destroy.
Pirate Busting	Destroy enemy pirate ships attacking convoys in two local quadrants; then destroy their leader.

Games Scenarios (continued)

Carrier Wars	Eliminate enemy carriers spread out in four quadrants before they release the swarm of enemy fighters they transport.
No Haven	Enemy ships have destroyed all but two bases. You must eliminate all enemies before they destroy Earth's surviving outposts.
Skirmish	A strong solar storm has knocked out sensors in six quadrants. Your Long-Range Scanner will only detect enemy vessels in the eight sectors surrounding your ship. You must find and destroy all enemy vessels.
Space Maze	Find the hidden route to all eight quadrants and destroy all enemy ships you confront along the way.
Nexus	Use the black holes found in Quadrant Alpha to hunt down enemy ships which have assembled for their final assault on humanity.

Campaign

Four linked scenarios from a pool of 10 are randomly drawn. These scenarios differ from the ones above, and must be completed in order. They also get increasingly difficult.

How to Resume a Campaign

You don't have to finish an entire campaign in one sitting. After each scenario, you'll be given a nine character password. Write it down. You never know what may happen before the next scenario is finished. To resume a campaign, do the following:

1 Select **Resume Campaign** from the Main Menu and press **START**.
2 Press ▶ on the Control Pad to highlight the first blank line.
3 Press ▲/▼ on the Control Pad until the first character of your password appears.
4 Press ▶ on the Control Pad to move to the next blank line.
5 Press ▲/▼ on the Control Pad until the second character of your password appears.
6 Repeat with the remaining seven characters.
7 After entering the password, press the **L Button** to resume the campaign.

After selecting a scenario or campaign, the Galactic Armed Services (G.A.S.) will brief you on your upcoming mission. Press any button during or after the briefing to view a blueprint of the ship you've been assigned. Press a button again and you'll appear in your ship at a base ready to launch.

Missions

During a scenario, you may be called on your radio (see the **Radio** section) and be asked to carry out a mission. These missions usually require you to travel to a different quadrant and sector. In addition, you may be challenged to a duel by an alien pilot. If you ignore missions or challenges, your score and chance to receive a medal will suffer.

Successfully completing a mission or duel will add to your score and can lead to a medal and a better ship (see **Your Ship**). All missions and duels have time limits, so you'll have to work fast to complete them.

LAUNCHING INTO ACTION

You've chosen your game, been briefed by G.A.S., and are sitting in your ship ready to go. Press the **L Button** to launch into action.

Your Ship

There are four different ship classes in the G.A.S. fleet. Each succeeding class carries better weapons, more artillery, and stronger armour then the previous class. You'll begin a scenario in the lowest class ship (a Stinger), but will be upgraded to a better craft as you accumulate points. You'll be informed at any base if you qualify for an upgrade.

> **Note:** In some of the tougher scenarios, you'll start with a better ship.

The ships, available weapons, and points needed for an upgrade are:

CLASS 1 - STINGER CLASS
Weight: 10,000 kg **Length:** 25 m **Wingspan:** 15 m **Armour:** Light **Weapons:** 2 X photon **Bonus pts. required:** Single scenario: 0 (basic ship) Campaign: 0 (basic ship)

CLASS 2 - STRIKER CLASS
Weight: 15,000 kg **Length:** 30 m **Wingspan:** 20 m **Armour:** Medium **Weapons:** 2 X Blaster 4 X Wasp Missile **Bonus pts. required:** Single scenario: 5,000 Campaign: 7,500

CLASS 3 - STALKER CLASS	CLASS 4 - SLASHER CLASS
Weight: 25,000 kg **Length:** 35 m **Wingspan:** 25 m **Armour:** Heavy **Weapons:** 2 X Neutron 4 X Wasp Missile 4 X Hawk Missile **Bonus pts. required:** Single scenario: 10,000 Campaign: 15,000	**Weight:** 30,000 kg **Length:** 40 m **Wingspan:** 35 m **Armour:** Very heavy **Weapons:** 2 X Shock Cannon 4 X Wasp Missile 4 X Hawk Missile 4 X Nova Missile **Bonus pts. required:** Single scenario: 25,000 Campaign: 30,000

Weapons

Each ship carries two weapons:

- **Energy Weapon:** A dual, lightweight, short range armament which fires two bursts of energy at oncoming fighters. More than one direct hit is required to destroy an enemy vessel. Energy weapons use a low amount of energy, and require a short time to recharge after firing before another burst is available. The type of energy weapon varies on each class of fighter. The energy weapons for each ship class are:

  CLASS 1: Photon
  CLASS 2: Blaster
  CLASS 3: Neutron
  CLASS 4: Shock Cannon

To use an energy weapon in combat:

1 Get as close to the enemy ship as possible.
2 Press the **R Button** to fire while the enemy is in sight (see "Targeting Cross-Hairs" in the **Instruments** section for directions on how to zero in on an enemy ship).

• **Smart Missile:** A single-shot "homing" missile capable of tracking enemy ships (but not asteroids). There are three levels (racks) of smart missiles:

Rack 1: WASP missile. Twice as powerful as a photon.
Rack 2: HAWK missile. Twice as powerful as a Rack 1.
Rack 3: NOVA missile. Four times as powerful as a Rack 1.

The Stinger craft is not capable of carrying smart missiles. The Striker ship can carry Rack 1, the Stalker Racks 1 and 2, and the Slasher all three. Each rack holds four smart missiles. When all Racks are empty, you must have them reloaded at a base.

To use a smart missile in combat:

1 Press Select to move the tracking sight over the enemy ship you want the missile to track (see "Targeting Cursor" in the **Instruments** section for directions). Up to four ships can appear on screen at once.
2 Press the **B Button** to select which Rack to use (Rack 1, Rack 2, Rack 3). (Remember, not all Racks are available for all ships.)
3 Press the **L Button** to fire the selected smart missile.

Radio

The radio is the method by which you receive missions and messages from fellow G.A.Sians... or challenges from alien pilots. When a message is pending (you'll be notified on screen), press the **Y Button** to receive it. Press the **Y Button** again to return to the cockpit screen.

Note: From time to time, you may receive a message warning you that a base is about to be invaded. When you do, defeat all enemy ships surrounding the base as quickly as possible.

Instruments

Fig. 3 The Cockpit

The following instruments appear in the cockpit of each ship:

Radar

The radar display shows all objects within range of your ship. Each type of object is represented by a colour

- White dot: Nearest enemy ship
- Red dot: Enemy weapons fire, asteroids, mines
- Blue dot: Other objects (bases, black holes, enemy ships)

Energy

This bar gradually descends as your ship uses energy (or check the Energy meter in the Long-Range Scanner to see exactly how much energy your ship has).

Shields

The right side of this meter displays the status of your right shield, the left side your left shield. If the meters are green, your shields are strong. If either begins to pulsate, they're starting to weaken. The quicker they pulsate, the weaker they're becoming. When either turns red, they're about to go. If you take a direct hit on a shield that isn't at full strength, your ship could be destroyed.

> **Note:** When your shields are severely damaged, the message "shields critical" will appear in the cockpit.
> Any additional damage at this stage could easily destroy your ship.

Smart Missiles

One to three racks appear (depending on what ship you have), each containing four smart missiles. Press the **B Button** while in combat to move between racks. The four weapon indicators in the activated rack will be yellow. Once a smart missile is used, one of the weapon indicators will turn grey.

Targeting Sights

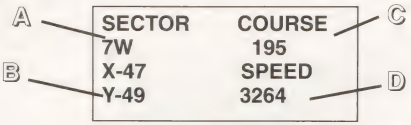
Two targeting sights appear on screen (refer to **Fig. 3**). The weapon sight remains stationary in the center of the screen, while the smaller tracking sight automatically tracks enemy vessels. To zero in on a target, line up the tracking sight inside of the weapon sight, and then fire away.

> **Note:** Since enemy ships are constantly moving, you'll need to aim ahead of their flight path when firing at them. Learning to lead a speeding enemy ship is an essential part of combat.

The tracking sight will change colour, depending on how close you are to the target:

TRACKING SIGHT COLOUR	DISTANCE FROM TARGET
White	0 - 500
Yellow	500 - 1000
Red	1000 - 1500
Blue	1500+

Navigation Panel



The navigation panel (refer to **Fig. 3**) provides the following information:

Ⓐ The sector you're currently in.

Ⓑ Your location in the current sector (on a scale from 0-99):

- **x =** 0 indicates your ship is on the left edge of the sector; 99 the right edge.
- **y =** 0 indicates your ship is on the top edge of the sector; 99 the bottom edge.

For example, if x = 47 and y = 49, this means you are approximately in the middle of the sector.

Ⓒ The course you are traveling (in degrees):

0° = Up 180° = Down
90° = Right 270° = Left

Note: When in combat, the "Course" indicator changes into "Range," and will display the distance between your ship and the nearest alien vessel.

Ⓓ Ship's speed in kilometers per hour.

The Long-Range Scanner

The Long-Range Scanner is a separate screen activated from within your ship (see **Fig. 4**). The Long-Range Scanner displays your ship's status, current quadrant and any objects in the quadrant's 64 sectors. To activate it, press the **Y Button** while your ship is in space.

> **Note:** You cannot activate the Long-Range Scanner while your ship is in a base.

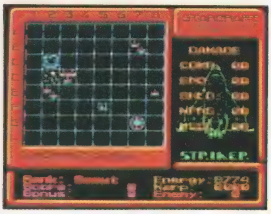


Fig. 4 The Long-Range Scanner

Moving Your Ship in the Long-Range Scanner

To select a new sector to travel to:

1. Press and hold the Control Pad in the direction you want to travel.
2. Press any button (except the **Y Button**) to move the warp destination cursor one sector at a time until it is on the desired sector.
3. Press the **Y Button** to return to your cockpit, where you can then "warp" to that location (see **Warp Drive**).

> **Note:** In some scenarios, the Long-Range Scanner will only detect enemy ships in the eight sectors surrounding your ship. In these scenarios, it is up to you to locate the enemy ships' positions.

Damage Reports

The condition of five ship components are listed along the right side of the Long-Range Scanner. Damage is reflected by a number from 0 (none) to 99 (extensive). The components are:

- **COMP.** (Computer): Damage to your computer affects all instruments in your cockpit.
- **ENG.** (Engine): Severe damage will affect warp and overall speed of your ship.
- **SHLD.** (Shields): The shields will begin to fluctuate if damage is high, thus exposing your ship to greater damage from enemy fire.
- **WPNS.** (Energy weapons): Only one energy weapon will fire with minimal damage; none with higher levels of damage.
- **MSSL.** (Smart missiles): The greater the damage, the fewer the selection. Rack 3 missiles will go out first, then Rack 2, and finally Rack 1.

Note: The class of ship you're currently using is listed under the damage reports.

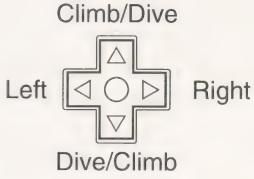
Ship Status

The following information is listed at the bottom of the Long-Range Scanner:

- **Rank:** Current rank
- **Score:** Current score
- **Bonus:** Current Bonus points
- **Energy:** Your ship begins with 9999 cells of energy. The energy level descends as you use your engines and weapons. Once the number of cells reaches triple digits, you should think about heading to a base for a refill.
- **Warp:** Displays how much energy is required to warp to the sector highlighted by the warp destination cursor.
- **Enemy:** Number of hostile ships you've destroyed so far.

Manoeuvring In Space

Here's how to control your ship while in space:



Steering: Press the Control Pad in any of eight directions to steer your ship (see diagram above).
Increase speed: Press the **X Button**.
Decrease speed: Press the **A Button**.
Climb: Press ▲ or ▼ on the Control Pad, depending on configuration (see **Game Options**).
Dive: Press ▲ or ▼ on the Control Pad, depending on configuration (see **Game Options**).

Warp Drive

Warp drive allows you to travel great distances in an instant. It is the fastest way to get from one sector to another in a quadrant. You can access it by doing the following:

1. Press the **Y Button** while in space to activate the Long-Range Scanner.
2. Select the sector you want to travel to (see **Moving Your Ship on the Long-Range Scanner**).
3. Press the **Y Button** to return to your cockpit.
4. Press the **X Button** to activate warp drive.
5. When prompted, press the X Button again to confirm warp drive. Auto-pilot will take over and you'll be warped to the desired sector.
6. You'll regain control of your ship after arriving in the new sector.

Note: Crossing into a new sector before pressing the **X Button** to activate warp drive cancels a warp request. In addition, you cannot use warp drive to travel from quadrant to quadrant.

Thrust

The thrusters control your ship's speed. You can travel anywhere in a quadrant using thrusters, but it is slower than warping. If your warp engines are damaged, however, your thrusters will be your only method for limping to a base for repairs.

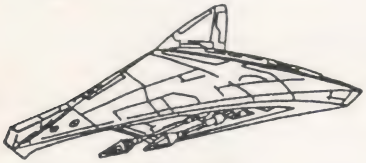
While in combat, you won't be able to thrust to another sector. Thus, if your warp engines go out during combat, you must fight to the death.

Use the **X Button** to increase and **A Button** to decrease your ship's thrust.

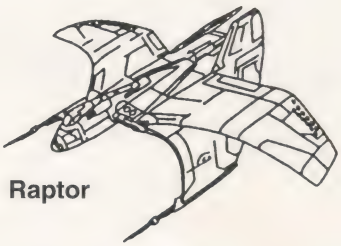
Enemy Ships

There are four categories of enemy combat ships. Each category consists of four different ships with varying skill levels (16 ships total). All ships in a category look the same, but each is a different colour.

The four categories (in order of strength) are:



Wedge (weakest)



Raptor

Trident

Devastator (strongest)

Carriers
Carriers are ships travelling across the screen far in the distance. They never get closer to you, but it is vital they be destroyed as each one transports dozens of enemy fighters. A well-aimed smart weapon attack usually does the trick.

Bases
All ship damage is repaired and energy replenished at bases. In addition, all promotions, new ships, and medals are awarded at bases (see **After a Battle is Over**).
Unprotected bases usually become targets of enemy ships, so always keep an eye on the Long-Range Scanner to make sure your bases aren't being threatened. If a base is in danger, you'll be informed by a dispatch from G.A.S. headquarters. When this happens, defeat all enemy ships surrounding the base as quickly as possible. Once all bases are destroyed by the enemy, you'll have no place to refuel or repair your ship.

Note: The "Base Under Attack" message will not come up if a mission or duel is underway.

Black Holes
These mysterious pools of concentrated gravity act as portals between quadrants. Some are two-way, others will return you to a different quadrant than the one from which you originally entered. Navigate to a black hole on the Long-Range Scanner. When you return to cockpit view, autopilot will kick in and take you into the black hole. You'll regain control upon entering the new quadrant.

Note: Some scenarios have invisible black holes which lead to additional quadrants. A radio message will inform you when an invisible black hole is suspected in a quadrant.

Asteroid Belts

Your ship may encounter an asteroid belt in any sector at any time. Use your energy weapon to destroy asteroids before they hit your ship. They can do damage.

Mine Fields

Mines will cause twice the damage to your ship that asteroids will. Use your energy weapon to destroy mines before they hit your ship. When you enter a mine field, you won't be able to thrust out until you clear a path with your weapons. Destroy eight mines and you'll be rewarded with bonus points.

SCORING

Accumulate points for destroying enemy ships. You gain 100 points for each enemy ship destroyed. In addition, you are awarded a substantial bonus for wiping out all ships in a sector. The bonus is dependent upon how many ships are destroyed, the type of ship destroyed, and how many shots it takes. Bonus points are tripled for every Carrier destroyed.

Bonus Points

You are awarded bonus points for the following:

- **Completing a mission:** 1,000 - 4,000 pts.
- **Clearing a sector:** Number of ships destroyed + shooting accuracy (the fewer the misses, the higher the bonus).
- **Clearing a mine field:** 1,000 pts.

Besides adding to your overall score, bonus points also indicate how close you are to earning a medal, promotion, or ship upgrade. The more bonus points you accumulate, the higher the medal, promotion or ship upgrade you'll receive (see **Medals, Ranks,** and **Your Ship**).

Warning! Admiral Sharpe does not reward failure. If you fail in a mission or are caught fleeing from combat, he may confiscate some of your Bonus points. Your overall score will remain the same, however.

AFTER A BATTLE IS OVER

Once you complete an individual scenario, a victory screen appears listing your closing rank, any medals earned, and the number of successful encounters.

After completing a scenario in a campaign, you'll automatically be returned to a base where you'll receive a message listing the following:

- Any ship upgrades
- Any promotions in rank
- Any medals earned

Medals

The medals awarded are dependent upon the number of bonus points you accumulate (see **Bonus Points**). The bonus points needed for each medal are:

MEDAL	BONUS PTS. REQUIRED
Blue Cygnus	3,000
Gold Novae	5,000
Rigel Cross	8,000
Star Cluster	12,000

Note: Each medal can be earned up to three times.

When you have enough points to receive a medal, return to a base to claim your award. (Or continue to accumulate points for a higher medal.) The amount of the medal will be deducted from your bonus total.

Ranks

You begin **WarpSpeed** as a rookie, but gain promotions by accumulating bonus points. After completing a scenario, you'll be informed of any promotions. The following bonus points are required for each rank:

RANK	BONUS PTS. REQUIRED
1 Rookie	0
2 Scout	1,000
3 Pilot	5,000
4 Ace	10,000
5 Warrior	20,000
6 Captain	30,000
7 Admiral	40,000

Note: Bonus points for promotions are not deducted from your bonus total.

Continues

If you should lose a ship while in battle, don't panic. Three continues are available, each allowing you to resume play where you left off. When you lose a ship, simply press any button and you will begin the action from where you lost your last ship.

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